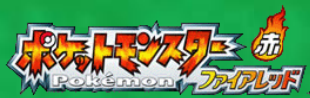




ONLINE POKEMON PROJECT

iQue Ltd.
Nov., 2004



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Project Base Line

- 🌀 Game Story will be based on Fire Red and Leaf Green design
- 🌀 Offline play only available in GBA with most features in current Fire Red and Leaf Green
- 🌀 Online play (Trade, Battle, Chat, etc.) via the Internet connection
- 🌀 Extend Online Tournament to PC screen based on Coliseum Code
- 🌀 Online Pokemon Capture and Treasure Hunt with PC screen for display and GBA for control

Offline Features (Inherit from FR/LG)

- 🌀 Map adventure with the story based on Fire Red and Leaf Green version.
- 🌀 Full map, full pokemon will be released on the first release, but the pokemon distribution in map should be different. (Please check the region concept in online feature for detail.)
- 🌀 Trade / Battle with link cable connection will still be supported in offline mode.

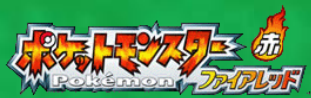
Offline Features (Different to FR/LG)

- ❶ Disable the hatch system in offline mode
- ❷ Disable the wireless connection mode (Union Room)
- ❸ In offline mode, player can only access 36 pokemons (6 in hand and 30 in Pokemon Center)
- ❹ New Chinese Input Method



Online Features

- 🌀 Region Concept
- 🌀 New Hatch System
- 🌀 Enhanced Pokemon Center
- 🌀 Online Tournament mode with PC screen based on Coliseum Code
- 🌀 New maps for Pokemon Capture and Treasure Hunt with online play in PC screen



Explanation for Some Design Features

Region Concept

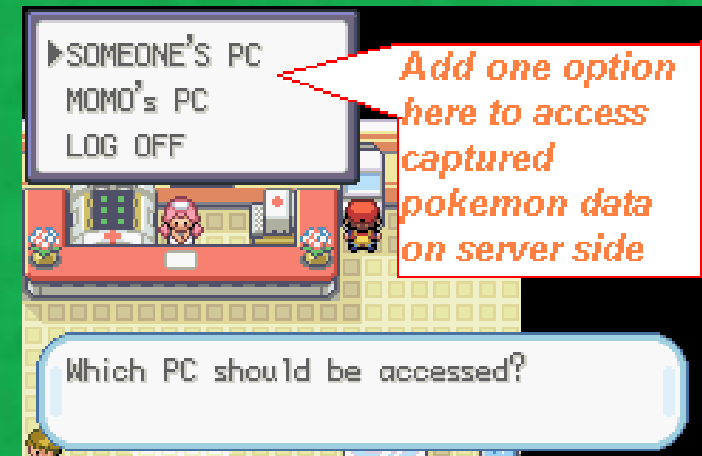
- 🌀 Every time the player link their game to Internet for online playing, our server will update the pokemon distribution in map according to the region information from his IP address
- 🌀 Add weather concept into game according to the region information
- 🌀 The pokemon distribution settings will take effect in offline status, and will be updated only when next time's logon.

New Hatch System

- ① When player talk to grandpa and grandma for hatching the new pokemon, the game will connect to server to decide the Pokemon egg type.
- ② The pokemon egg type will be decided according to some variables such as server's real time clock, recent weather report and nearby Pokemon birth rate, etc.

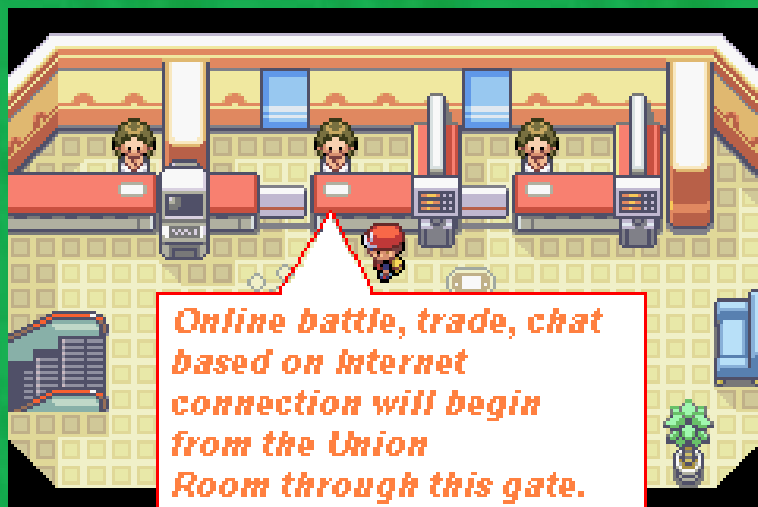
Enhanced Pokemon Center(1F)

- ❶ In offline mode, player can only access 30 pokemon from 1F's Computer in Pokemon Center.
- ❷ When online, add one option in menu to let player can access additional captured pokemon in server database.



Enhanced Pokemon Center(2F)

- Online Battle, Trading and Chat based on Internet connection will begin from 2F's Union Room.



Online Tournament Mode

- ⑨ In online Tournament mode, player can enjoy the Pokemon 3D model rendering in PC screen.
- ⑨ 3D rendering feature in PC screen should be based on Coliseum code and 3D model library.
- ⑨ All control should be in GBA.

Online Pokemon Capture and Treasure Hunt

- 🕒 Periodically, additional Pokemon / treasure shall be released on the network for capturing / hunting.
- 🕒 Each time, the total resource shall be fixed to create a rush of time for online capturing with all members in the Pokemon Online Club.
- 🕒 PC screen will be used for 3D display.
- 🕒 All control should still be in GBA.

Release Plan

July / August 2005

GBA version with online features (Online play and offline play all with GBA screen).

Feb. / March 2006

One new Online Tournament mode with PC screen for display and GBA for control.

July / August 2006

Release first map for online Pokémon Capture with PC screen for display and GBA for control.